

John Ascuaga's
NUGGET

GAMING GUIDE



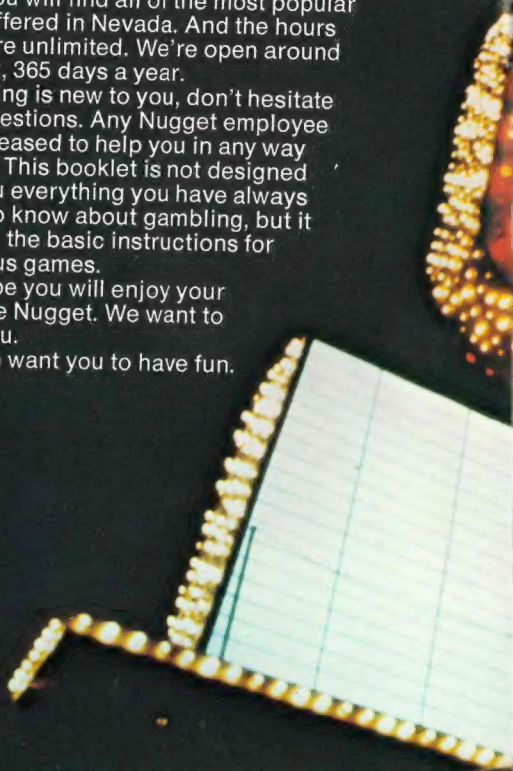
John Ascuaga's Nugget welcomes you. And the Nugget encourages you to take full advantage of its many facilities — its games of chance, its restaurants, its lodging accommodations and its entertainment centers.

Within the casino areas of the Nugget — the building covers 2.8 acres under one roof — you will find all of the most popular games offered in Nevada. And the hours of play are unlimited. We're open around the clock, 365 days a year.

If gaming is new to you, don't hesitate to ask questions. Any Nugget employee will be pleased to help you in any way possible. This booklet is not designed to tell you everything you have always wanted to know about gambling, but it gives you the basic instructions for the various games.

We hope you will enjoy your stay at the Nugget. We want to please you.

And we want you to have fun.





BINGO



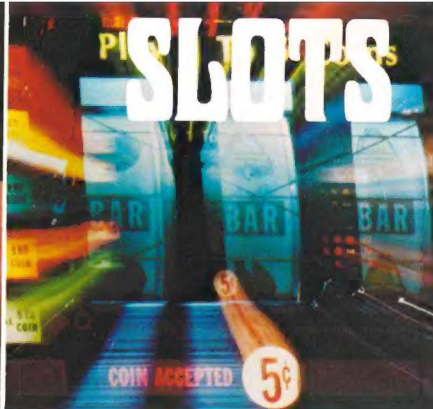
The Nugget's Bingo Parlor, comfortable and attractive, is located in the south-east section of the casino and provides seating for 235 players at one time. It opens before noon and continues to operate until after midnight.

Games are continuous throughout the day and night. The schedule includes different types of Bingo games — party, progressive coverall, \$5,000 coverall, star, regular — to offer a variety of play.

Special prizes and drawings are also a regular part of the Nugget's Bingo operation.

Winners of special daily drawings can accumulate premium points which can be exchanged for merchandise that is displayed in the Bingo Parlor.

Ask any attendant for complete details concerning special Bingo games and drawings.



The giant Big Bertha slot machines are possibly the biggest attention-getters of all the Nugget's coin-operated machines. And the Big Berthas have — as do other Nugget slot machines — a variety of reel setups to assure frequent payoffs.

Within the Nugget's slot machine department are machines of all types. Some have three reels, some have four reels. Some of the units are "piggybacks" (one machine above and behind another, but both in the same case) and one is a Frankenstein (a four-machine unit operated by one handle).

Some machines operate on only one coin. Many can be played on one to six coins. Payoffs on some are noted only on the center lines. Others have three paylines or five paylines. And on some the jackpots are progressive. One of the most popular progressives can be identified by a large informational board — showing the changing values of the progressive payoffs — located atop the machines.

A payoff guide can be found on the front of each slot machine. If you do not understand how a machine operates, please call for an attendant. Any of the personnel in the slot machine department will be glad to answer your questions.

ROULETTE



Roulette is one of the simplest — but one of the most exciting — of all the games of chance played in Nevada casinos.

The Roulette wheel has 36 numbers — from 1 to 36 — and 0 and 00. The numbers are alternately colored red and black. The 0 and 00 are green. The Roulette layout on the table is numbered and colored the same as the wheel.

You begin the play by placing your bets (in cash or chips which you have bought from the dealer) on the numbers or combinations of numbers on the layout.

With the wheel rotating in a counterclockwise direction, the dealer spins a small white ball in the opposite (clockwise) direction. Players may continue to place bets until the ball is ready to fall from its track onto the wheel or until the dealer reports no more bets can be made.

After the ball falls onto a number on the wheel, the dealer points out the number on the layout and the winning bets are paid and the losing bets are collected.

Bets can be made on one number, various combinations of numbers, columns of numbers or sections of numbers. You may make as many bets as you wish.

Bets on single numbers, 0 or 00 pay 35 to 1. One bet covering 2 numbers pays 17 to 1.

To understand how other bets are placed see the accompanying diagram.



HERE IS HOW BETS ARE PLACED

Single 0 or Double 00
Played the same as number bets.
Pays 35 to 1

Even Money Bets
Black, Red, Even, Odd
1 to 18
19 to 36
Pays 1 to 1

Twelve Numbers or Section Bets
Covers all 12 numbers in that section.
Pays 2 to 1

0 to 00 Split
Place bet here for convenience.
Pays 17 to 1

Column Bets
Covers each column of 12 numbers.
Pays 2 to 1

0 to 00 Split
Pays 17 to 1

Five Numbers
Covers 0, 00, 1, 2, 3, only.
Pays 6 to 1

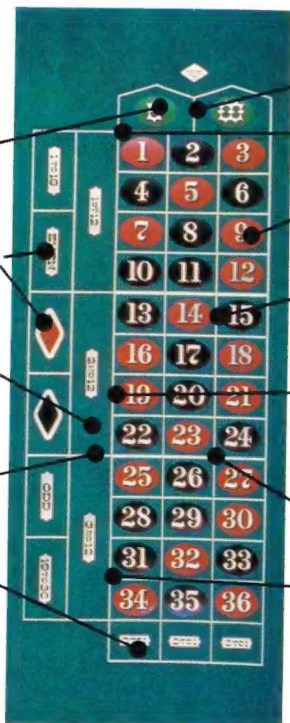
Single Number
Play any number, 0 or 00.
Pays 35 to 1

Two Numbers or Split
Covers both numbers.
Pays 17 to 1

Three Numbers
Covers the three numbers across.
(example: 19, 20, 21).
Pays 11 to 1.

Four Numbers
Covers four joining numbers.
Pays 8 to 1

Six Numbers
Covers six numbers across.
Pays 5 to 1



TWENTY-ONE



In Blackjack — or 21 as the game is more commonly known in Nevada casinos — the object is to draw cards totaling 21 or closer to 21 than those of the dealer.

The dealer starts the game by dealing two cards face down to each of the players; the dealer's first card is face up; the dealer's second card is face down.

In totaling your hand, the King, Queen and Jack count as 10; the Ace counts as either 1 or 11; and all other cards count at face value.

An Ace with a 10, Jack, Queen or King is Blackjack. When you receive such a hand turn it over immediately and you will be paid 3 for 2 unless the dealer also has a Blackjack. If both you and the dealer have a Blackjack it is a "push" or "standoff" — with neither hand winning.

If the dealer is showing an Ace up, the player can take "insurance" (for as much as half the original bet) against the dealer having a Blackjack. If the dealer does have a Blackjack the "insurance" bet is paid 2 to 1. If the dealer does not have a Blackjack the player loses the insurance bet and the dealer continues with the game.

If you have not been dealt a Blackjack hand you can ask the dealer to "hit" you, meaning: give you another card. You may draw as many cards as you like (one at a time) but if on the final card dealt the total exceeds 21 you go "broke" or lose. The hand should then be turned face up on the table. If you do not want another "hit" or card, you "stand" by placing your hand face down under your bet.



typical blackjack
with face card



typical blackjack
without face card



this hand totals 20



this hand totals 19



this hand totals 17



this hand totals 17

After all players have decided to "stand" on their hands — or have gone broke — the dealer's down card is turned up, showing both the dealer's cards. The dealer must draw to any card count up to 16 or soft 17. (A soft 17 is a hand totaling 7 or 17, when the Ace is counted as 1 or 11.) The dealer must draw on a soft 17.

If the first two cards you are dealt are a pair you may "split" the pair. To "split" face cards the cards must be a pair. To "split" a pair, turn each of the two cards face up and play them as two hands. You may take as many "hits" as you like on each hand. The amount of your original bet must be bet on each hand.

If your first two cards are Aces you can "split" the Aces just as you can "split" a pair. In splitting Aces, however, you get only one card on each Ace and it is normally dealt face down. The amount of the original bet must be bet on each hand.

If your first two cards total 10 or 11 you can "double down," that is, increase your bet up to double the amount of the original bet. You are then dealt one more card, face down.

CRAPS



Craps, recognized as America's most popular gambling game, can for the beginner be either simple or complicated.

Until you have learned the odds for the various bets and have mastered the terminology of the game it's suggested that you restrict your wagers to the easy-to-understand even-money bets.

If at any time you have a question relating to the game in general or to a particular situation please ask for an explanation from any of the craps dealers or games supervisors.

Following are the names of bets that can be made at the craps table and a brief description for each:

PASS LINE — Winning numbers on the first roll are 7 or 11; losing numbers on the first roll are 2, 3, or 12. Any other number that comes up on the first roll is your "point." If you roll your point again before 7 is rolled, you win even money. If 7 comes up (after the first roll) before your "point" is made, you lose. After a player rolls a losing point, the dice are passed to the next player.

DON'T PASS — When you bet Don't Pass you bet against the next roll of the dice (the next "point"). If 3 or 12 is rolled, you win. You lose on 7 or 11. If a 2 is rolled, it's a "standoff" and nobody wins. If a 4, 5, 6, 8, 9 or 10 comes up, your bet is placed behind that



number and you are betting that a 7 will be rolled before your number is rolled. The bet is for even money.

COME — Bets on Come can be made at any time after the first roll of the dice. It is the same as betting on the Pass Line. You can make a Come bet — it pays even money — on any roll of any shooter.

DON'T COME — Bets on Don't Come are the reverse of Come bets. The winning numbers are 3 or 12; you lose on 7 or 11. If 2 is rolled it is a "standoff" and you break even. You can make a Don't Come bet on any roll of the dice. If 4, 5, 6, 8, 9 or 10 comes up, your bet is placed behind that number. If the number is rolled you lose; if a 7 is rolled before the number comes up, you win. The bet is for even money.

BIG 6 or 8 — You bet on 6 or 8 only and you win if a 6 or 8 is rolled before a 7 comes up. The bet is for even money and you can withdraw your bet at any time.

ANY 7 — This is a one-roll proposition. You can bet Any 7 on any roll of the dice. If a 7 is rolled, you win 4 times your bet.

ANY 11 — This is a one-roll proposition. If 11 comes up on the roll you bet, you are paid 15 to 1. You can bet on any roll.

FIELD — The Field is a one-roll proposition and you can bet on any roll. Winning numbers are 2, 3, 4, 9, 10, 11 or 12. All numbers pay even money except 2 and 12 which pay double. If 5, 6, 7 or 8 comes up, you lose.

continued



ANY CRAPS — This is a one-roll proposition and you can bet on any roll. If 2, 3 or 12 is rolled, you win 7 times your bet. If any other number is rolled, you lose.

HARD WAYS — The 4 Hard-Way combinations are: Hard 4 (two 2s), Hard 6 (two 3s), Hard 8 (two 4s) and Hard 10 (two 5s). You can bet a Hard Way at any time. You win on a Hard Way bet when that combination comes up before a 7 or an easy-way combination is rolled. (An easy-way combination is when the spots on the dice total a Hard Way number, but the same number of spots do not show on each dice. Example: an easy-way 6 would be 4 and 2 or 5 and 1.) A Hard Way 6 or 8 pays 9 to 1; a Hard 4 or 10 pays 7 to 1. When Hard Way bets are made as a one-roll proposition, winners are paid at 30 to 1 odds.

PROPOSITION BETS — Proposition Bets, for one roll only, can be made on 2, 3, 11 or 12. You can bet on any roll. A win on 2 or 12 pays 30 to 1; a winning 3 or 11 pays 15 to 1.

PLACE BETS — On Place Bets you bet on 4, 5, 6, 8, 9 or 10. If 6 or 8 is rolled you are paid 7 for 6; 5 and 9 pay 7 for 5; 4 and 10 pay 9 for 5. The bets can be placed or "taken down" (withdrawn) at any time.



Poker, whether played for fun or profit, is a game in which each player — on his own — is against all the others. There is no partnership.

The Nugget's Poker Room is located near the entrance to the Casino Cabaret in the southeast section of the casino. Tables and dealers are available 24 hours a day.

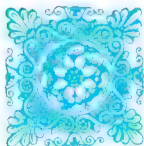
The two variations played at the Nugget are 6-Card Stud and Lo Ball.

In 6-Card Stud the player gets two cards face down and four face up. The best 5 of 6 cards make a hand. The best hands in order of succession are: Royal Flush, Straight Flush, Four-of-a-Kind, Full House, Flush, Straight, Three-of-a-Kind, 2 Pair, 1 Pair.

The best hand in Lo Ball is a Wheel (Ace, 2, 3, 4, 5). In all hands the Joker is wild. If not holding a Wheel, players should attempt to get the lowest possible hand that does not include a pair. Players may try to better their hand by drawing other cards.

Both male and female dealers are employed in the Nugget's Poker Room.

KENO



Keno, which has a \$25,000 limit per game (to aggregate winners), is a game that pays exceptionally high winnings for very small bets. For instance: if you play an 8-spot ticket for \$1.40 and all 8 spots are called, you can win \$25,000.

At the Nugget you will find three completely separate Keno games, all with the same big payoffs. The only difference is in the color of the tickets used.

The Red Keno Game is located at the east end of the building near the entrance to the Circus Room. The White Keno Game is at the west end of the building near the entrances to the Pancake Parlor and the Coffee Shop. You will find the Blue Keno Game on the south side of the building near the Golden Rooster Room and Trader Dick's.

In the immediate area of each game you will find special lighted boards showing the numbers called for each particular game. Boards for each game are designated by color to distinguish them from those for the other two games. Also near each Keno counter are brushes, ink and blank tickets.

To play Keno, mark your favorite numbers on a blank ticket and present it to one of the Keno writers at a Keno counter. The writer will make a duplicate of your ticket and give you the copy. The writer will keep your original. Payments are made according to the ticket submitted by the player at the beginning of each game. Tickets with errors not corrected before the game are void. Winning tickets must be collected before the start of the next game.



At the start of each Keno game one of the writers will flip a switch to activate a forced-air blower that thoroughly mixes 80 numbered balls contained in a closed plastic bubble. The air forces the balls — one at a time — through a trap and up into a hollow plastic "Y" where they can be seen from all sides. Twenty numbers are called for each game. The balls are never touched by hand. The complete operation is automatic.

As each Keno game is called the winning numbers are lighted on the boards. The winning numbers are also punched out on special blanks that have the corresponding game number in the upper right-hand corner. These blanks, or "draws," are available at the Keno counters.

One of the simplest Keno tickets to play would be the \$1.10 Special 7-spot. To play a Special 7-spot, mark any 7 spots on a blank ticket (along with the amount you want to play) and present it to a writer at the Keno counter. He will make a duplicate and give it to you. When the race is called, check your ticket against the lighted board. If 5 or more of the numbers you have marked appear on the board, you have a winning ticket. The amount you win is determined by the amount you played on the ticket and how many of your marked numbers were called.

For a more detailed explanation of the types of tickets you can play and a listing of payoffs for various tickets, check one of the "Keno Pay Card" booklets available at the Keno counters.

Any Keno writer will also be happy to explain the game to you and answer any questions.

BACCARAT



This game of Baccarat is played with 4 decks of cards and is dealt from a box called the "Shoe." There are three ways to bet — "Banker," "Player" or "Tie."

The highest hand in Baccarat is 9. In the event that 9 is not attained, the highest hand wins. Picture cards and 10s have no value. All other cards count at face value with the Ace scored as one point. There are no points over 9. Multiples of 10 do not count. (For example: cards totaling 4, 14 or 24 . . . would all count as 4).

Two hands, with two cards each, are dealt alternately to the "Player" side and to the "Banker." Player's hand is acted upon first. THE RULES DETERMINE WHETHER "PLAYER" OR "BANKER" MUST STAND OR TAKE A THIRD CARD. THERE ARE NO OPTIONS. No hand receives more than three cards. In the event of a "Tie," no one loses. The "Tie" wagers win and the hand is dealt over. "Tie" bets pay 9 for 1 and you may bet \$1 to \$25 on the "Tie."

The House collects a 5% commission (25¢ minimum) on all winning bets on the "Banker" hand.



— PLAYER'S HAND —

When Player's first two cards total:	Player
0-1-2-3-4-5	DRAWS A CARD, unless Banker shows a Natural.
6-7	STANDS.
8-9	NATURAL. STANDS. Banker cannot draw.

— BANKER'S HAND —

If Player does not take a third card Banker must:
DRAW when two cards total 0 thru 5; STAND when two cards total 6 thru 9

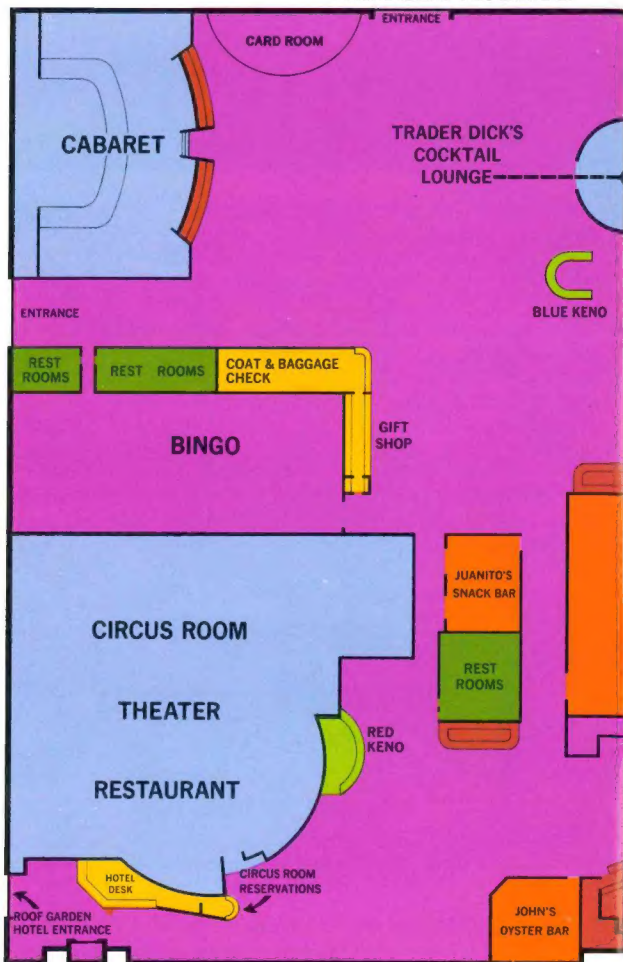
When Banker's first two cards total:	Banker DRAWS when Player takes as a third card any card below:	Banker DOES NOT DRAW when Player takes as a third card any card below:
0-1-2	ALWAYS DRAWS, unless Player shows a Natural.	
3	0-1-2-3-4-5-6-7-9	8
4	2-3-4-5-6-7	0-1-8-9
5	4-5-6-7	0-1-2-3-8-9
6	6-7	0-1-2-3-4-5-8-9
7	STANDS.	
8-9	NATURAL. STANDS. Player cannot draw.	

Multiples of 10 do not count. Picture cards and 10's have zero value. All other cards count face value with Aces counted as one point.

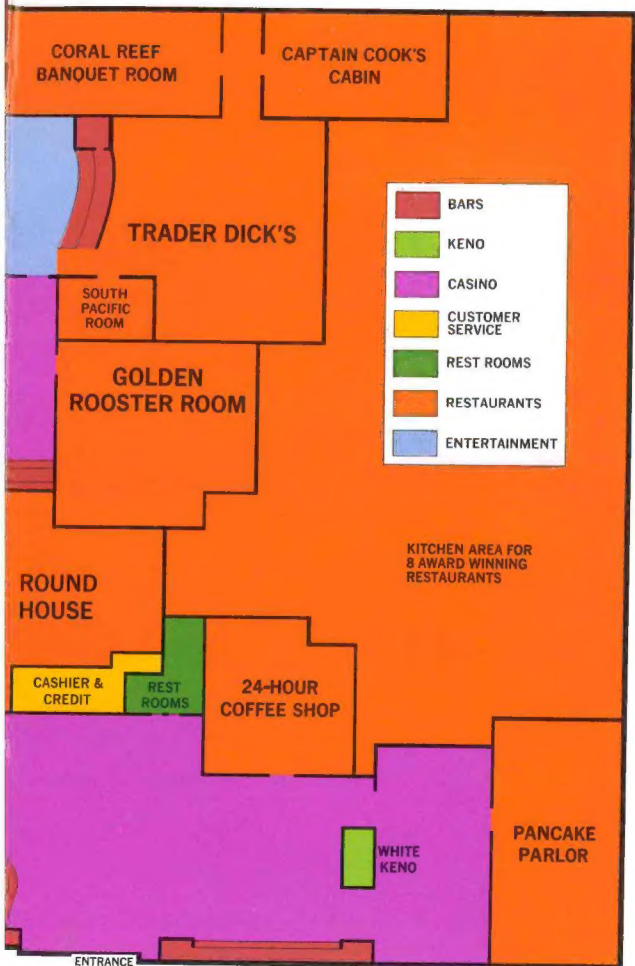
NUGGET DIRECT

NUGGET AVENUE

11th STREET



TORY



12th STREET

